kaboom!™

#17

CN CARTOON NETWORK

STEVEN UNIVERSE™

CARTOON NETWORK

STEVEN UNIVERSE™

created by
REBECCA SUGAR

written by
GRACE KRAFT

illustrated by
RII ABREGO

cover by
MISSY PEÑA

subscription cover by
MEG OMAC

colors by
WHITNEY COGAR

letters by
MIKE FIORENTINO

designer
GRACE PARK

assistant editor
MICHAEL MOCCIO

editor
WHITNEY LEOPARD

Special Thanks to ***Marisa Marionakis, Janet No, Curtis Lelash, Conrad Montgomery, Jackie Buscarino, Alan Pasman*** *and the wonderful folks at* ***Cartoon Network.***

kaboom!™
WWW.BOOM-STUDIOS.COM

CARTOON NETWORK

STEVEN UNIVERSE ONGOING No. 17, June 2018. Published by KaBOOM!, a division of Boom Entertainment, Inc., 5670 Wilshire Boulevard, Suite 400, Los Angeles, CA 90036-5679. STEVEN UNIVERSE, CARTOON NETWORK, the logos, and all related characters and elements are trademarks of and © Cartoon Network. (S18). KaBOOM!™ and the KaBOOM! logo are trademarks of Boom Entertainment, Inc., registered in various countries and categories. All characters, events, and institutions depicted herein are fictional. Any similarity between any of the names, characters, persons, events, and/or institutions in this publication to actual names, characters, and persons, whether living or dead, events, and/or institutions is unintended and purely coincidental. KaBOOM! does not read or accept unsolicited submissions of ideas, stories, or artwork. For information regarding the CPSIA on this printed material, call: (203) 595-3636 and provide reference #RICH – 789572. **PRINTED IN USA.**

WHAT IS IT, GIRL?

OH, RIGHT...

WATER TIME.

SQUEAK

ARF! ARF!

FSSHHHHHH

SIGH

YIPE!

SLAM!

PERIDOT!

EEEYAH!

OOPS, SORRY!

DIDN'T MEAN TO STARTLE YOU GUYS...

I'M JUST EXCITED BECAUSE I FINALLY GOT ENOUGH PEARL POINTS TO GET...

A NEW VIDEO GAME!

?

HEE HEFF

A WHAT NOW?

C'MON! I'LL SHOW YOU!

THIS ONE'S MUCH MORE FUN TO PLAY WITH ANOTHER PERSON!

CREAK CREAK

YOU SEE, YOU TAKE THIS DISC HERE...

...AND YOU PLACE IT IN HERE LIKE SO...

PLINK!

...AND THEN THE FUN BEGINS!

INTRIGUING...

GOLF QUEST

MINI RUMBLE

BOOF!

SO, NOW WE JUST PICK OUR CHARACTERS...

PUTT IS MY PERSONAL FAVORITE!

WHAT'S THIS STRANGE BOXY CREATURE?

OH! THAT'S WINDMILL!

HE'S A MONSTER YOU CAN ENCOUNTER IN THE ORIGINAL GAME.

SELECT!

THIS CHARACTER REMINDS ME OF THAT ROBOT I BUILT WHEN PEARL AND I HAD THAT COMPETITION...

OH, YEAH!

I DO SEE THE RESEMBLANCE!

I SHALL SELECT HIM TO FIGHT IN MY STEAD!

CLICK

3... 2... 1... RUMBLE!

SO... WHAT NOW?

NOW WE...

RUMBLE!!

AND HOW DO WE DO THAT?

YOU USE THE CONTROLS HERE TO MAKE YOUR CHARACTER DO STUFF!

YOU USE THAT STICK TO CONTROL THE MOVEMENT AND THESE BUTTONS TO USE DIFFERENT ATTACKS!

OR AT LEAST I'M PRETTY SURE...I'M STILL LEARNING IT, TOO.

I SEE... THAT MAKES SENSE.

LET'S SEE...

SO, IF I JUST...

OH! IT DOES THAT!

FASCINATING...

W-WHAT!?

PEW!

WHAT WAS THAT?!

JUST MY CHARACTER ATTACKING YOURS...

OH, I SEE HOW IT IS...

WELL, STEVEN, I HOPE YOU KNOW WHAT YOU'RE GETTING INTO...

BECAUSE I'M NOT THE CUT OF GEM TO BACK DOWN FROM A CHALLENGE!

TAAAAKE THIS!

NOT A CHANCE!

PEW! PEW! PEW!

TASTE MY FURY!

VRRRRRR!

WHUH-OH!

AHA!

BOUNCE!

HEY! GET BACK HERE!

GOTCHA!

FWOOOOOSH!

OH NO!

KO!!

HAHA! VICTORY!

WHUH!?

WOW, PERIDOT, YOU GOT THE HANG OF THIS FAST.

VICTOR

ARF! ARF!

BUT I WON'T LOSE THE NEXT ROUND!

WE'LL SEE ABOUT THAT!

KO!!

KO!!

KO!!

YOU SO SURE YOU'LL WIN THE NEXT ROUND?

NO...

THLP THLP

I SURRENDER....

UUUGH...

I SHOULD GET GOING ANYWAY.

I PROMISED CONNIE WE'D HANG OUT TODAY.

SEE YOU LATER, PERIDOT!

LATER, STEVEN...

HOME AGAIN!

OH! HI, PUMPKIN!

ARROOF!

WHAT'S PERIDOT UP TO?

OH... STILL PLAYING THAT GAME, HUH?

YES!

THERE'S SO MANY STRATEGIC COMBINATIONS TO TRY!

I'VE BEEN GRADUALLY STUDYING THEM ALL. EACH CHARACTER HAS SUCH DIFFERING STRENGTHS AND SHORTCOMINGS.

...SO YOU'RE GOING TO KEEP GOING?

CORRECT.

OKAY, WELL I'M GOING TO GET READY FOR BED.

WOULD YOU MIND TURNING THE VOLUME DOWN?

CAN DO!

YAAAAAAWN

OH, STILL ENJOYING GOLF QUEST MINI RUMBLE?

AFFIRMATIVE.

ALRIGHT...

I'M JUST GONNA GET READY FOR THE DAY THEN...

OKAY. HAVE FUN.

HMMM... WHAT'S THE BEST WAY TO--

AND YOU DOUBLE-CHECKED?

YEAH. TRUST ME, IT'S NOT THERE, P.

HUH?

GUYS!

STE-MAN!

GUYS, I NEED YOUR HELP WITH PERIDOT.

IS SOMETHING THE MATTER WITH HER?

I WAS SHOWING HER THAT NEW VIDEO GAME I GOT WITH YOUR PEARL POINTS, AND I THINK SHE'S GOTTEN... A LITTLE SUCKED INTO IT.

ISN'T THAT...KIND OF NORMAL FOR HER?

KINDA...?

BUT I'M STILL A BIT CONCERNED.

IT'S BEEN OVER A FULL DAY, AND SHE HASN'T PUT IT DOWN.

LET'S SEE WHAT WE CAN DO.

MAYBE WE COULD, LIKE, SUGGEST OTHER FUN THINGS TO DO?

OH! I GOT IT!

YOOOO, PERI!

WANT TO GO HIT UP FUNLAND, SHORTY SQUAD STYLE?

CAN'T.

STILL TRYING TO MASTER THIS COUNTER-STRIKE MOVE.

WELL, I GAVE IT MY BEST TRY.

I THINK I HAVE AN IDEA...

PERIDOT!

PEARL.

ERM...WHY DON'T WE COLLABORATE ON A NEW INVENTION!

IT'S BEEN A WHILE.

NOT INTERESTED AT THE MOMENT.

WELL THAT DIDN'T WORK.
OF COURSE IT DIDN'T.
EVEN PERI DOESN'T WANT TO DO BORING NERD STUFF WITH YOU.
MAYBE...WE CAN DISTRACT HER...WITH HER DISTRACTION.
GASP
YEAH! MAYBE IF WE CAN BEAT HER AT THE GAME SHE'LL LOSE INTEREST IN IT!
OH! LEMME GIVE IT A GO!
OH NO NO!
YOU MADE THE FIRST ATTEMPT LAST TIME. IT'S MY TURN.
BESIDES, I DOUBT PERIDOT IS A MATCH FOR MY SUPERIOR STRATEGIES.
FINE, KNOCK YOURSELF OUT, P.
PERIDOT!
I CHALLENGE YOU TO A DUEL ON THIS GAMING SYSTEM!
OH, UH, SURE.

HERE YOU GO!

TOSS!

AW, I WISH I MADE SOME POPCORN FOR THIS MATCH UP.

SO, I JUST MOVE THIS STICK TO SELECT A CHARACTER?

YEP!

VERY WELL. I CHOOSE... THIS ONE!

OH!

PUTT'S SKILLED AND GENTLEMANLY OLDER BROTHER, PAR FOR THE COURSE!

LET US... BEGIN!

HAHA! TAKE THIS!

NICE TRY!

PARRY THIS!

GAH!

YOU'RE MAKING A GOOD EFFORT AND I CAN RESPECT THAT.

BUT I'VE STUDIED THE STRATEGIES OF EACH OF THESE PLAYABLE CHARACTERS, AND NOTHING YOU DO CAN SURPRISE ME.

CLANK!

ARE YOU SO SURE ABOUT THAT?

WOW, I'M SURPRISED...

...THAT YOU FIGURED OUT THAT TRICK SO FAST!

BWUH?

SHIIING

AND THAT'S GAME.

WHAT WAS THAT ABOUT PERIDOT BEING NO MATCH FOR YOUR "SUPERIOR STRATEGIES?"

UGH, WHATEVER!

LIKE YOU CAN DO ANY BETTER.

JUST WATCH ME!

ALRIGHT, PERI, YOU READY TO GO?

AS READY AS I'LL EVER BE.

ALRIGHT, I'M GOING WITH... YOU!

OH! GOING WITH LIGHTHOUSE, HUH?

SHE IS A PRETTY HEAVY HITTER.

WORKS FOR ME!

LET'S GO!

TAKE THIS!

AND THIS!

AND *THIS!*

PEW! PEW! PEW!

POW!

AW BOO...

HAHA, SORRY AMETHYST.

YOU NEED A BIT MORE STRATEGY THAN THAT.

LIFT

MY TURN.

O-OF COURSE...

WAIT, GARNET, YOU'RE USING TARTAN TAM O'SHANTER TORTOISE?

BUT HE'S LIKE THE SLOWEST AND SMALLEST CHARACTER ON THE ROSTER.

MAYBE SO...

BUT, WE'LL HAVE TO SEE.

HA! THIS WILL BE EASY!

W-WHAT?

PUNCH!

NOT BAD GARNET...

KICK!

WHAT? RETREATING ALREADY?

FWIP!

COME BACK OUT AND FIGHT!

WHAT?!

OH NO!

NOOO!

I CAN'T BELIEVE I'VE BEEN DEFEATED...

HAHA, SORRY, PERIDOT.

GARNET IS PRETTY UNBEATABLE AT VIDEO GAMES.

I GUESS THIS SHOULDN'T SURPRISE ME.

GAH, HOW LONG HAVE I BEEN HERE?

YOU'VE BEEN PLAYING FOR LIKE A DAY STRAIGHT.

HUH...

WELL, I GUESS DEFEATING FICTIONAL OPPONENTS AND WINNING WAS KIND OF COMFORTING.

IT'S BEEN NICE DISTRACTION SINCE, WELL...

OH...

SINCE LAPIS LEFT.

I'M SORRY, I DIDN'T REALIZE...

AW, YEAH I KNOW HOW THAT IS.

I'VE GOTTEN REALLY DEEP INTO LIKE A TV SHOW WHEN, UH, I WAS TRYING TO FORGET MY FEELINGS.

I PLAYED A GAME OVER THE COURSE OF AN ENTIRE DAY.

IT WASN'T EVEN FOR A SAD REASON...IT WAS JUST HARD TO PULL AWAY FROM.

SORRY, PERIDOT, I GUESS I WAS JUST WORRIED ABOUT YOU.

I DIDN'T WANT YOU TO CLOSE YOURSELF OFF AND ISOLATE YOURSELF.

CAUSE WE'RE ALL HERE FOR YOU!

YEAH, SORRY ABOUT THAT.

I PROBABLY SHOULD HAVE SPACED OUT MY PLAYING SESSIONS A BIT.

IT IS YOUR GAME AND YOUR ROOM AFTER ALL.

YEAH, BUT I DON'T MIND SHARING!

WELL, SINCE THE DAY'S OVER...

WHY DON'T WE ORDER PIZZA AND KEEP PLAY-ING THE GAME TOGETHER?

THAT'S OKAY.

I THINK I'VE HAD MORE THAN ENOUGH OF MY FILL OF GOLF QUEST MINI RUMBLE.

WE...COULD ALWAYS PLAY A DIFFERENT GAME.

WAIT... THERE ARE *OTHER* GAMES?

YEAH!

BUT LET'S TAKE THESE A BIT MORE SLOWLY.

HAHA, OF COURSE!

THE END

BOOM! STUDIOS DISCOVER YOURS

JUNE RELEASES AND NEWS

TO **READ THESE STORIES** AND **DISCOVER MORE NEWS AND UPDATES** FOLLOW US

/BOOMStudiosComics /boomstudios /boom_studios boomstudios.

ROSS RICHIE CEO & Founder • **MATT GAGNON** Editor-in-Chief • **FILIP SABLIK** President of Publishing & Marketing • **STEPHEN CHRISTY** President of Development • **LANCE KREITER** VP of Licensing & Merchandising • **PHIL BARBARO** VP of Finance • **ARUNE SINGH** VP of Marketing **BRYCE CARLSON** Managing Editor • **SCOTT NEWMAN** Production Design Manager • **KATE HENNING** Operations Manager • **SPENCER SIMPSON** Sales Manager • **SIERRA HAHN** Senior Editor • **DAFNA PLEBAN** Editor, Talent Development • **SHANNON WATTERS** Editor **ERIC HARBURN** Editor • **WHITNEY LEOPARD** Editor • **CAMERON CHITTOCK** Editor • **CHRIS ROSA** Associate Editor • **MATTHEW LEVINE** Associate Editor • **SOPHIE PHILIPS-ROBERTS** Assistant Editor • **GAVIN GRONENTHAL** Assistant Editor • **MICHAEL MOCCIO** Assistant Editor **AMANDA LaFRANCO** Executive Assistant • **KATALINA HOLLAND** Editorial Administrative Assistant • **JILLIAN CRAB** Design Coordinator • **MICHELLE ANKLEY** Design Coordinator • **KARA LEOPARD** Production Designer • **MARIE KRUPINA** Production Designer **GRACE PARK** Production Design Assistant • **CHELSEA ROBERTS** Production Design Assistant • **ELIZABETH LOUGHRIDGE** Accounting Coordinator • **STEPHANIE HOCUTT** Social Media Coordinator • **JOSÉ MEZA** Event Coordinator • **HOLLY AITCHISON** Operations Coordinator **MEGAN CHRISTOPHER** Operations Assistant • **RODRIGO HERNANDEZ** Mailroom Assistant • **MORGAN PERRY** Direct Market Representative • **CAT O'GRADY** Marketing Assistant • **CORNELIA TZANA** Publicity Assistant • **LIZ ALMENDAREZ** Accounting Administrative Assistant

INTERDIMENSIONAL
GET-RICH-QUICK SCHEMES!

BY NIGHT

Aspiring documentarian (and actual chemistry major) Jane has recently reunited with her former best friend Heather, amateur urban explorer. When a trip into an abandoned industrial building leads them to another world, their plan begins to unfold—create a documentary about the world and become filthy, filthy rich. The other side of the portal is filled with monsters, magic and a chance for a whole new life. All they have to do is step through…

Cover by
Christine Larsen

John Allison
Writer

Christine Larsen
Artist

Tell us a little about the characters we'll meet.

Allison: The series revolves around reunited high school BFFs Jane and Heather, who drifted apart while away at college and now find themselves putting things back together under pretty weird circumstances. Jane's a buttoned-down striver, and Heather is a little wild, and they both bring out the best and sometimes the worst in each other. Plus there's Jane's co-worker Barney, who seems benign but carries a lot of baggage, and Heather's dad Chip, a good guy who probably isn't dealing as well with divorce as he thinks he is. They're all at a point where they're going to have to Deal With It.

Larsen: They're very human people. I think there is a nice balance of virtues and flaws in each character, even the antagonists.

What inspired you to take on the supernatural genre?

Allison: I've been working with supernatural settings since the *Scary Go Round* webcomics I started in 2002. I've been fascinated by the point where the mundane meets magical realism, and how you'd square the two. On TV shows about the supernatural, there's always a sense that the workaday center cannot hold as supernatural forces spin out of control — think the darker later seasons of...almost everything in the genre. But I want the center to hold. That tension is what makes me keep coming back to it.

What are your influences when it comes to creating and designing the main characters and the monsters they meet?

Allison: I only did the early designs for the main four, and my sole design criteria for characters is that they look like people you'd want to know more about if you saw them out and about. I've always got my eye out on the train or the street for charisma. Everything else I have left to Christine, who has an amazing eye for fantasy.

Larsen: When it comes to the human people, John had a good plenty of notes on them for me to work from. I've had fun designing their wardrobe and their town, which was left a little more open to interpretation. The monsters come from everywhere. I've been drawn to monsters, and monsters' stories, since I was a wee tyke. While I have done a little outside research in terms of folklore and folk art, I mostly focus on making my monsters people.

Is there something you're looking forward to the most in this series?

Allison: The best part of my work with BOOM! Box has been collaboration, having been a solo creator for most of my career. I can't wait to explore these new worlds, both mid-western and fantastic, with Christine. The best part of writing a series is finding out who even the smallest character is. As Napoleon said, even the lowliest foot-soldier carries the Marshal's baton in his knapsack.

Larsen: That's a tough question. I'm up in the air between the grounded environment design for "the real world", because perspective is challenging and there is a certain feeling of accomplishment in completing a complicated, real-world background; and the craziness I will be afforded in the portal world. And I like drawing goblins. There will be goblins, so I am really happy about that.

If you stumbled upon a portal, where would you want it to lead you?

Allison: Like Samuel Beckett in *Quantum Leap*, my greatest wish is to travel within my own lifetime, to see if things were really as I remember them, and how different they'll be. I'm quite frightened of the far future and our robot overlords. Before my birth I believe there were a lot of highly flammable man-made fabrics used, and everybody smoked. Best to keep it within reasonable parameters.

Larsen: I have a two and a half year old son, two undergrad classes to teach and my freelance work. If I had a portal, I'd want it to lead me to a soft, soft bed. ■

Character Art by
John Allison

BY NIGHT #1
AVAILABLE AT YOUR LOCAL COMIC SHOP **JUNE 13!**

ICYMI: A SAVIOR FROM THE PAST

CODA #2

The antisocial former bard named Hum seeks a way to save the soul of his wife with nothing but a foul-tempered mutant unicorn and his wits to protect him. When Hum is bound, blindfolded, and sent into exile on the back of the Nag, someone from his past may be his only hope.

CODA #2
IS IN COMIC SHOPS **JUNE 13!**

CLASS IS IN SESSION!

GIANT DAYS: EXTRA CREDIT VOL. 1

Head back to school with Esther, Susan, and Daisy in this collection of shorts and bonus material from the Eisner Award-nominated series *Giant Days*. Experience the "universally beloved" terror Desmond Fishman, the magic of London at Christmas, and that one unfortunately unforgettable experience of the girls' first music festival. Features a special "what-if" story in which Susan, Esther, and Daisy never became friends!

GIANT DAYS: EXTRA CREDIT VOL. 1
IS IN COMIC SHOPS **JUNE 20!**

GET TO KNOW **BOOM! STUDIOS**

MICHAEL MOCCIO

ASSISTANT EDITOR

Currently Watching: *One Day at a Time* and *Love, Simon.*

Currently Reading: *Check, Please!, The Witch Boy, History is All You Left Me.*

Favorite Item on Desk: Stevonnie fan art from artist Janie Lee!

Secret Talent: I can recite the Sorting Hat's 4th Year song by heart and on command!

Movie I Can Quote By Heart: *Shrek 2*.

Hobbies: Waiting for the next *Kingdom Hearts* game, playing *Dragon Age* and *Overwatch*.

Hometown: Hillsborough, NJ.

LIKE THIS? TRY THAT!

Not sure what comic to dive into next? We've got some recommendations just for you, pal!

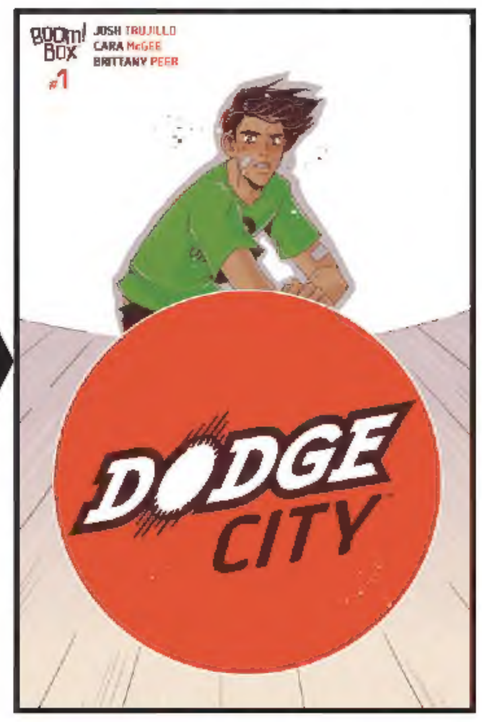
THE WOODS

LUCY DREAMING

Artist Michael Dialynas brings the magic of space to life in these teenager-driven, sci-fi adventures.

SLAM!

DODGE CITY



Fast-paced, action-packed stories about the connection and friendship only found on a sports team!

JOYRIDE

MECH CADET YU

GREG PAK • TAKESHI MIYAZAWA • TRIONA FARRELL
MECH CADET YU
VOLUME ONE
"Back this one with confidence!"
— BRIAN MICHAEL BENDIS
ULTIMATE SPIDER-MAN

Will you steal a spaceship and escape Earth, or befriend a giant robot and defend the planet from an alien menace?

MISFIT CITY

Smith • Lustgarten • Franquiz • Peer
MISFIT CITY
Volume One
"...danger brings out the best in everyone, making Legally Blonde writer Smith's comic-book debut one not to miss."
— Entertainment Weekly

HEAVY VINYL

Whether you're nostalgic for the 80s or the 90s, your local mystery-solving girl gangs are on the case!

OOOOOOOOH!

REGULAR SHOW: 25 YEARS LATER

After the epic battle between Pops and Anti-Pops, Mordecai, Rigby, and the rest of the park continued to live their lives. Now, 25 years later, Mordecai and Rigby have a lot to learn about how things never stay the same…

REGULAR SHOW: 25 YEARS LATER #1
IS IN COMIC SHOPS **JUNE 20!**